

MONASTIC TRADITION

At 3rd level, a monk gains the monastic tradition feature. The following options is available to a monk, in addition to those offered in the Player's Handbook.

WAY OF THE SPIRAL BODY

Those that fall into the teachings of the spiral body are taught the way of willpower. Learn, adapt, evolve, and believe. One does succeeds not just by wanting to do so, but by believing that they will. Those that practice it are often travelers. They are difficult to hold down, because they follow their heart, their dreams, and the will of their soul.

Monasteries that teach the way of the spiral body are often known for their reputations involving rather impulsive courses of action. Being first to act stand in the face of tyrants, or slaying incredible threats. Most notably of all, they are known for doing so with incredibly bad odds, and come out on top anyway.

*"We evolve, beyond the person that we were a minute before.
Little by little, we advance with each turn.
That's how a drill works!"*

DO THE IMPOSSIBLE

When you take this tradition at 3rd level, you gain the ability to harness the energy inside you to succeed when there seems to be no hope in sight of doing so. When you would fail an ability check or saving throw, you may use your reaction to spark the constantly turning energy inside you. When you do this, you learn how far off your roll was from the DC required to succeed.

When you do this, you can choose to spend a number of ki points equal to half the difference between your roll and the DC required to succeed (rounded up) to choose to treat your roll as a success.

SEE THE INVISIBLE

Upon reaching 6th level, your eyes pierce with the fury of your soul. Very little should be able to shy from your gaze so long as your eyes burn with the fire of your soul. You can spend 2 ki points to cast the spell *see invisibility* as an action.

In addition to the normal benefits of the spells effects, when you cast *see invisibility* in this way you also gain advantage on Wisdom (perception) checks made to detect hidden creatures for the duration of the spell.

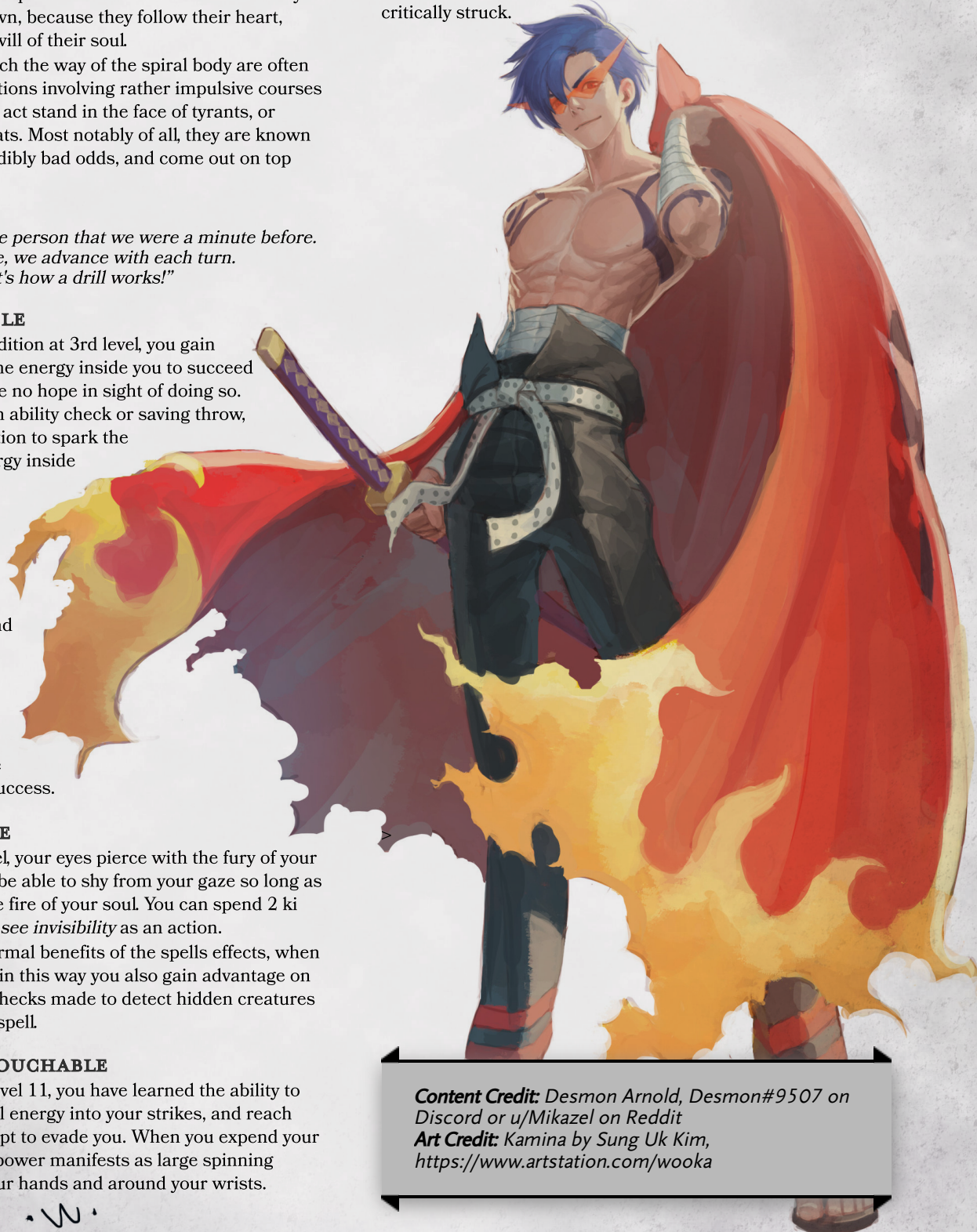
TOUCH THE UNTOUCHABLE

Once you've reached level 11, you have learned the ability to force your excess spiral energy into your strikes, and reach out at those who attempt to evade you. When you expend your energy, your inner willpower manifests as large spinning spears of energy on your hands and around your wrists.

When you expend a ki point in any way, for the next minute your unarmed strikes have their reach increased by 5 feet, and deal piercing damage rather than bludgeoning.

BREAK THE UNBREAKABLE

Finally at 17th level, your pure force of will is unimaginable. When you hit a creature with an attack, you may narrow all of your will to win to empower your strike and deal an additional 1d8 force damage for every ki point you have less than your maximum, as your incredible will is empowered the more dire the situation. You may use this ability once, regaining the ability to do so upon completing a long rest, or if you are critically struck.



Content Credit: Desmon Arnold, Desmon#9507 on Discord or u/Mikazel on Reddit
Art Credit: Kamina by Sung Uk Kim, <https://www.artstation.com/wooka>